

LocoRoco 2



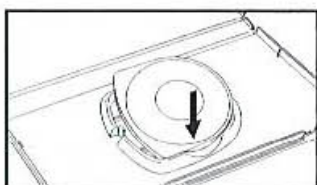
SONY



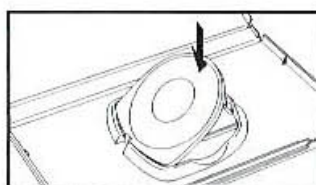
COMPUTER
ENTERTAINMENT ®

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD
LANGUAGE



FEAR



SEXUAL
CONTENT



DRUGS



DISCRIMINATION



GAMBLING

The third part is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
<http://www.pegi.info>



GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://pspreporting.com>

UCES-01059

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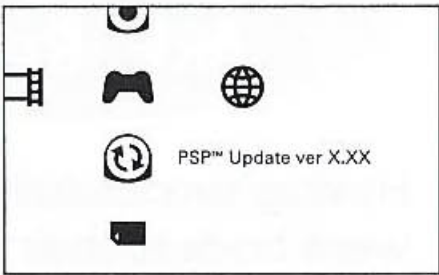
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SYSTEM SOFTWARE-UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

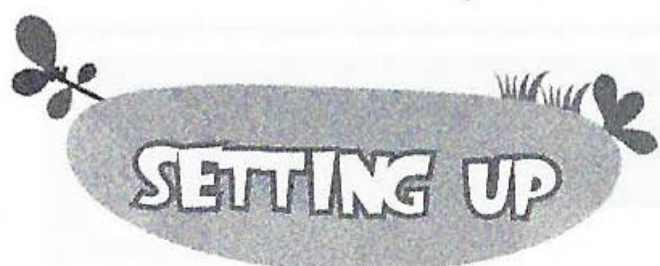
PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+



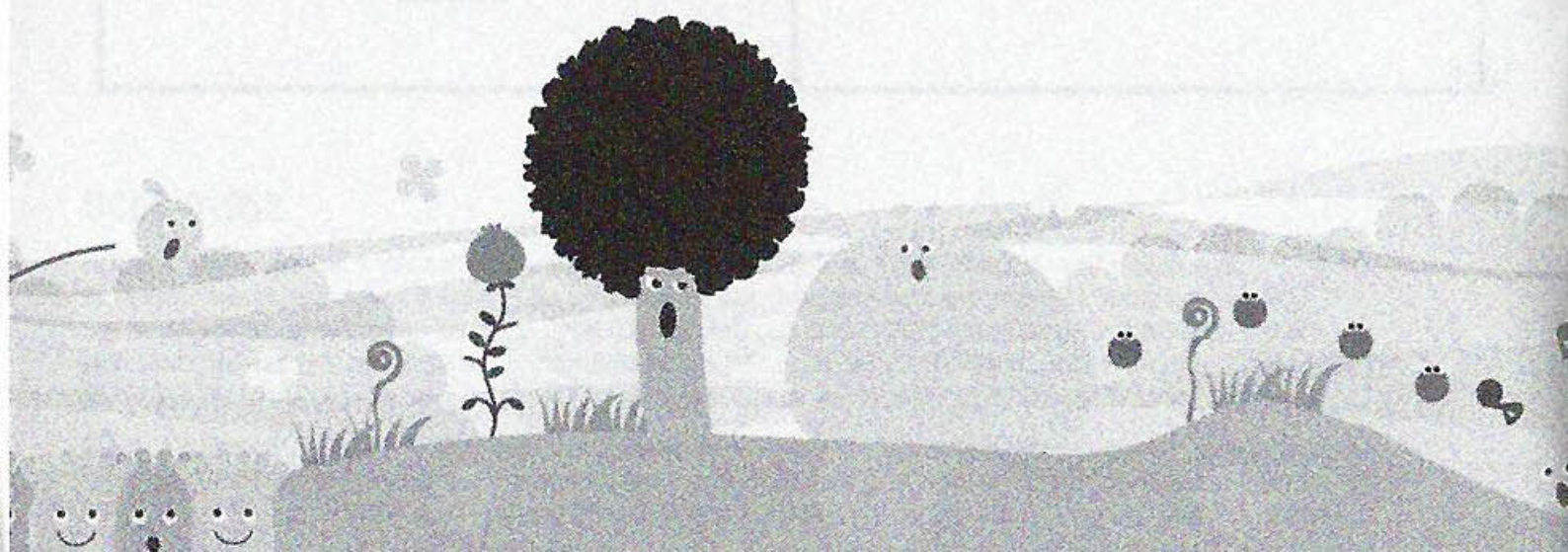
Having successfully repelled the Moja invasion, the LocoRoco went back to their harmonious, fun-loving existence, living in peace with the weird and wonderful creatures who share their colourful planet.

However, unwilling to concede defeat, Bonmucho, the Moja's leader returned home and, in cahoots with his evil mother, prepared an even more terrifying attack. Armed with a fearsome sonic weapon – a terrible song that is capable of sucking the life force out of all living things – the Moja are, even now, setting off on a mission to conquer the LocoRoco's peaceful world, intent on changing its joyous tune.

Once again, it's up to you to take control of the planet and guide the LocoRoco to safety, helping its other innocent inhabitants along the way. Since the last attack, the bouncing bubbles of fun have learned many new abilities – from swimming underwater to leaping inside protective shells and rolling to safety – and they're going to need them all to overcome the Moja's imminent attack!



Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Open the disc cover and insert the LocoRoco™ 2 disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.



Select the  icon from the Home Menu and then select the  icon. A thumbnail image of the software will be displayed. Select the image and press the  button to commence loading.

Owners of PSP-1000 series and PSP-2000 series systems should note that the HOME button has been renamed as the PS button and will be referred to as such in this manual.

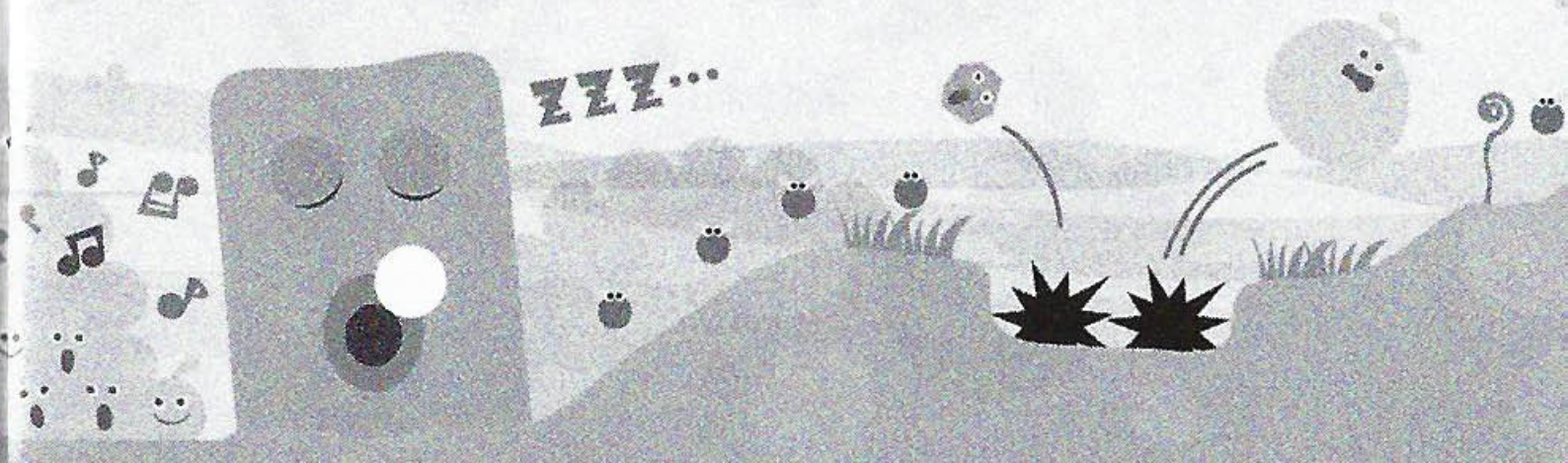
PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.



To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved LocoRoco™ 2 data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

LocoRoco™ 2 uses an autosave feature. Do not remove the Memory Stick Duo™ or switch off the PSP™ system when the Memory Stick Duo™ indicator is flashing or when the autosave icon is displayed on-screen.

PLEASE NOTE: The minimum amount of free space required to save LocoRoco™ 2 data may vary depending on the capacity of the Memory Stick Duo™ inserted.



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via a connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

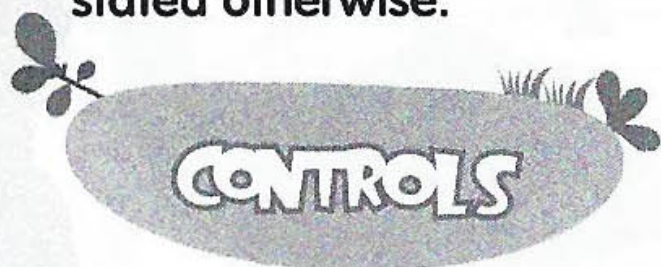
Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

PLEASE NOTE: LocoRoco™ 2 supports Ad Hoc Mode only. Please see the "Setting Up An Ad Hoc Mode Game" section of this manual for further details.



DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons only, unless stated otherwise.



button

button

button + button

⊙ button (tap)

⊙ button (hold)

⊙ button (hold when in water)

START button

SELECT button

Tilt ground left

Tilt ground right

Bounce LocoRoco

Split LocoRoco

Join LocoRoco

Swim

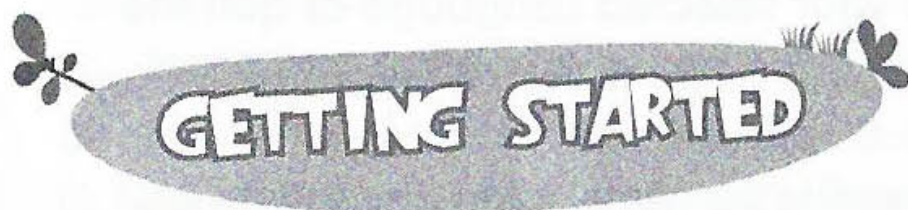
Pause

Take photo

NOTE: You can't take photos until you have unlocked the Nice Memory Camera.

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the ⊙ button.



The Language Select Screen is displayed. Press ↑, ↓, ← or → to highlight your desired language and then press the ⊗ button to confirm your choice and access the Title Screen.

TITLE SCREEN

Press ↑ or ↓ to choose whether to play a previously saved game or start a new one and then press the ⊗ button to confirm your choice. To play a game previously saved to Memory Stick Duo™, select "Continue", choose the file you want to load and press the ⊗ button to load it.





The World Map is the heart of LocoRoco™ 2. From here you can select new stages to play, take part in mini-games, build your MuiMui House

and change game Options. The World Map isn't accessible until you've completed the first stage of the game and discovered the MuiMui House.

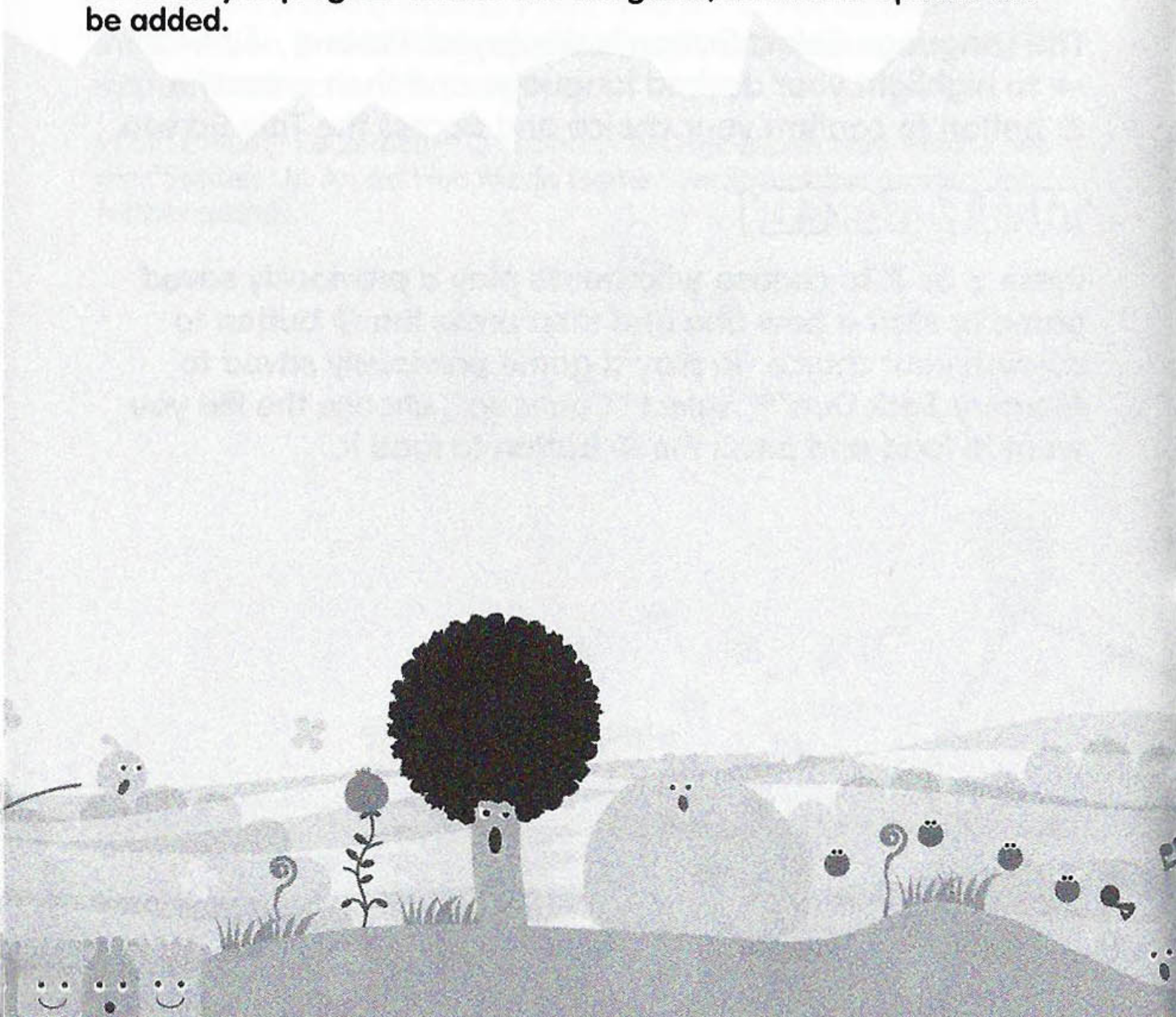
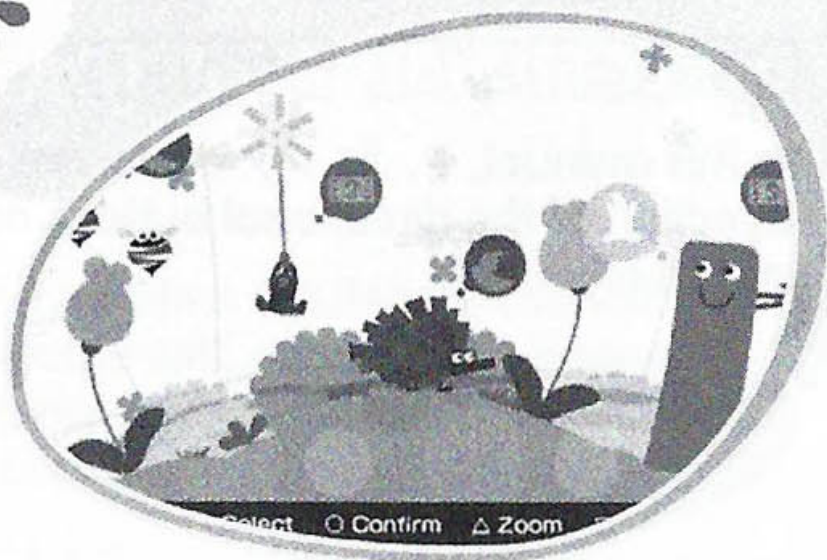
To travel between different worlds on the World Map press the **[L]** button or the **[R]** button; and to move within the selected world, press **←** or **→**. Once you've chosen a stage or mini-game to take part in from those available, press the **[X]** button to confirm.

Press the **[△]** button to zoom in and out of the World Map or press the **[□]** button to access the Options Screen.

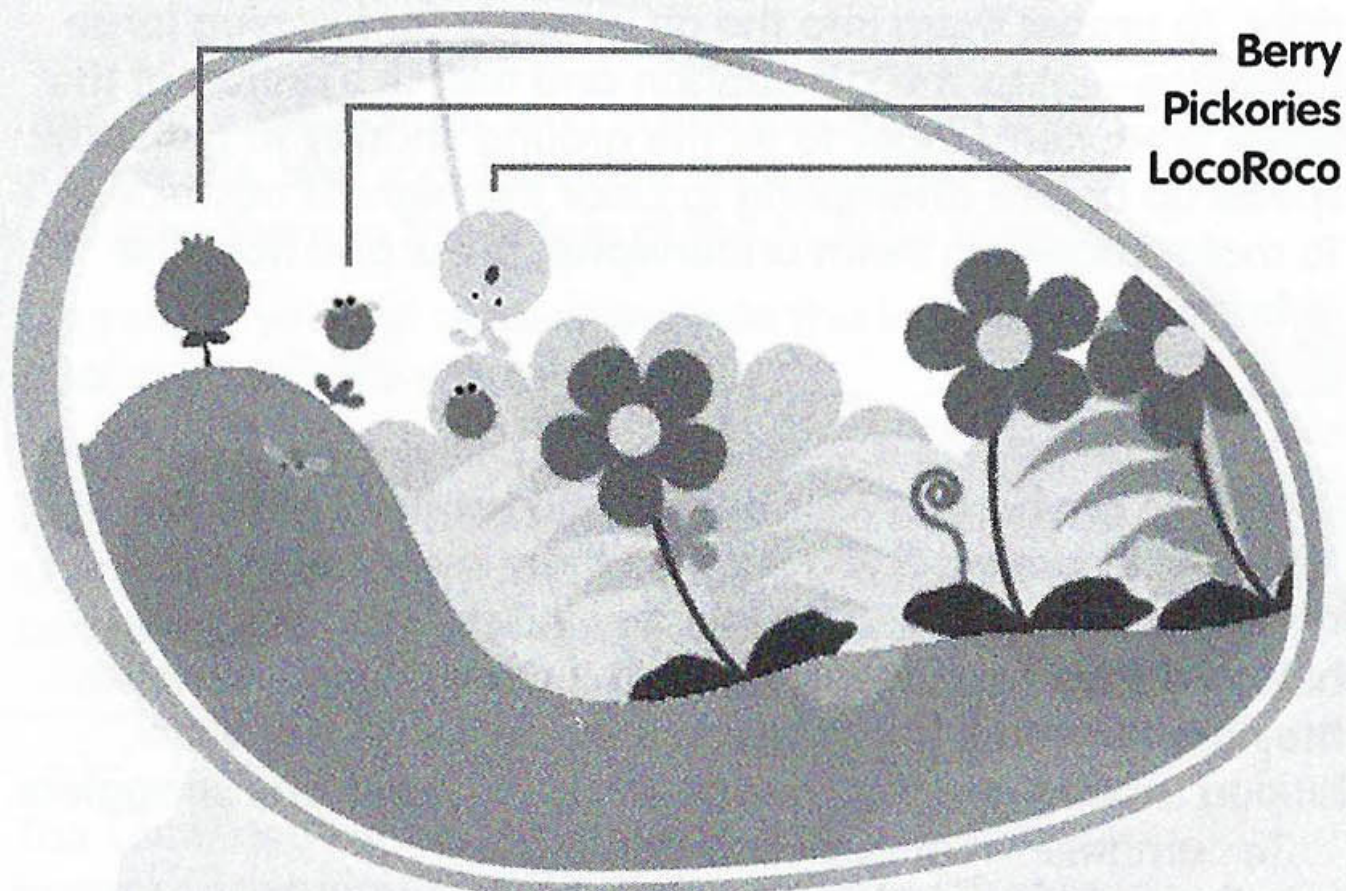
OPTIONS

On the Options Screen you can save your progress to Memory Stick Duo™, decide which LocoRoco to take on your next adventure, change your selected Language or quit the current game. Press **↑** or **↓** to choose an option and press the **[X]** button to confirm.

NOTE: As you progress further into the game, additional options will be added.



THE GAME SCREEN



PLAYING THE GAME

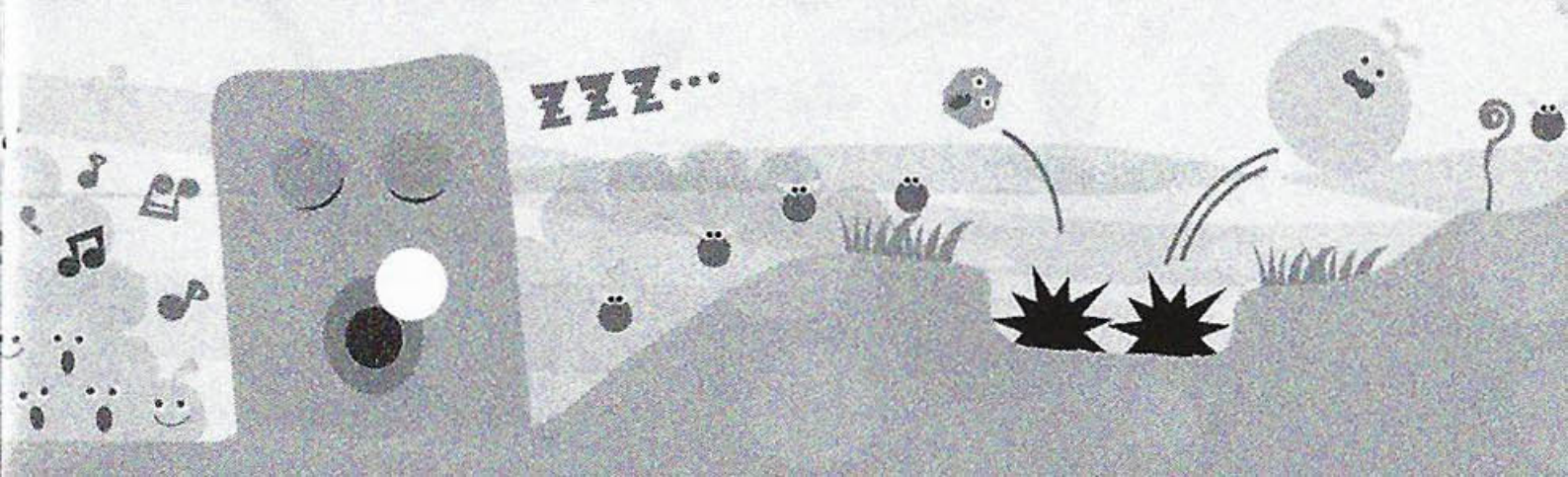
LOCOROCO

There are several different types of LocoRoco, but they are all simple, fun-loving creatures that like nothing better than to sing together to pass each day. Read on to find out a bit more about their habits.

EATING

Their favourite food is a rare type of red berry. Every time a LocoRoco eats one, a new LocoRoco is born, adding to its overall size. Berries are sometimes hidden but if you get close enough to a bud, it will start to grow into a juicy berry.

Pickories come in a number of shapes and sizes. You should collect as many as you can during each stage because they can be used to unlock mini-games and buy parts for your MuiMui House.



MOVING

Moving LocoRoco is easy. Simply press the **L** button and the **R** button to tilt the ground and roll them left and right. To propel them into the air – handy for jumping large obstacles – press the **L** button and the **R** button at the same time. Remember to tilt the ground sharply to get some speed up before attempting to clear the highest obstacles! To make LocoRoco swim underwater, press and hold the **○** button.

SPLITTING AND JOINING

LocoRoco are harmonious beings and usually like to stick together. However, if you surprise them by pressing the **○** button, they will split up into tiny individuals, which is helpful if they need to get through a narrow gap. However, they are too small to survive on their own with evil Moja lurking around every corner, so try not to leave any stragglers.

To combine them back into one big LocoRoco, press and hold the **○** button. Not only is it easier to keep an eye on a large LocoRoco, it will also prove useful when strength is required!

SINGING

Music has always played an important part in the life of the LocoRoco, but now their very existence depends on it! The Moja's new musical weapon is producing sinister black clouds that are making all living things wilt, and it's up to the LocoRoco to bring them back to life with their happy songs. Singing can help LocoRoco in many other ways too, whether they're waking sleepy creatures or taking part in spectacular choruses.

MUSICAL NOTES

A new feature for LocoRoco™ 2! Music is a big part of the LocoRoco's world and there are many musical notes just waiting to be discovered in each stage. Collecting them introduces new instruments to the background music, unlocks bonuses and new abilities and provides a helping hand on your travels.



FAMILIAR FACES

Many of the inhabitants of the LocoRoco's topsy-turvy world will be familiar from past adventures.

MuiMui: Close pals of the LocoRoco, MuiMui are friendly, helpful chaps who will guide you on your adventures. You should find as many as you can and take them to the safety of the MuiMui House.



Chuppa: If you get close enough to this long-snouted creature it will fire you into the air!



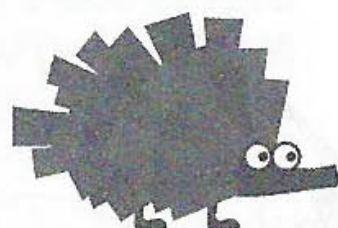
Moja: Evil creatures intent on taking over the planet. They like to feast on LocoRoco, so try to steer clear of them or combine your LocoRoco and smash into them to send them on their way!



NEW INHABITANTS

The LocoRoco's strange and distant planet is packed with bizarre vegetation and even more bizarre inhabitants. There are always new characters waiting around every colourful corner.

Olmee: Docile creatures that like nothing more than to find a quiet spot and fall asleep, Olmee can only be woken by singing. When startled they'll curl into a ball, roll away and smash through objects blocking their prickly path.



Afro Nyokki and Tingalo: Both of these friendly creatures will happily lend you their protective shells – if you can work out how to persuade them! Rolling around in an Afro Nyokki or Tingalo shell is a great way to avoid injury and break through obstacles.



GiGi: These buzzing bees pack quite a punch and, especially when angered, are ready to chase LocoRoco with their venomous stingers.



BuiBui: These unpleasant creatures look a lot like MuiMui but they share no common traits. They enjoy watching LocoRoco suffer and have invented a number of deadly contraptions to help them carry out their evil intentions.



NOTE: The LocoRoco's world is teeming with weird and wonderful creatures – too many to list here. Just be careful when meeting them for the first time!



SURROUNDINGS

The LocoRoco will discover a variety of natural features that can help or hinder their journey. Look out for holes in the ground, hidden entrances, floating flowers, spiky thorns and gusts of wind that can send them sailing into the unknown.

PLAYING A STAGE

Select a stage on the World Map Screen and press the  button. If you've already completed it, you can view your current records before deciding whether to play it again. You can play a stage as many times as you want.

COMPLETING A STAGE

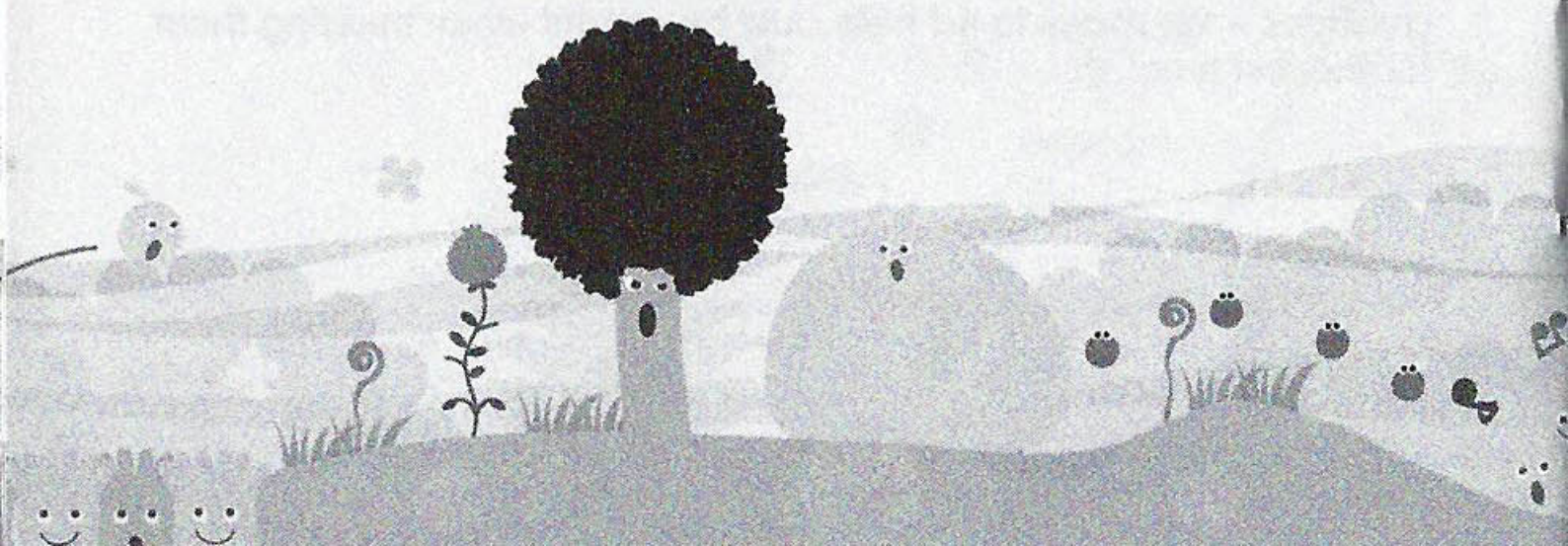
Every stage has a different story and related goal, so listen to your MuiMui guide at the start to find out what you have to do. You must lead at least one LocoRoco to the goal in order to complete a stage.

At the end of your adventure, the Stage Clear!! Screen displays how well you've done, by showing the number of LocoRoco and Pickories you've collected and adding up your overall score and time. Press the  button to see how many MuiMui you've added to the MuiMui House and to save your game. To delete a game, press the  button.

PAUSE MENU

Press the START button during a stage to access the Pause Menu. Press  or  to select one of the following options and then press the  button to confirm.

Start Again?	Begin the current stage again
Return to the World Map?	End the current stage
Time Display	Toggle the in-game time display on or off
Controls	View a summary of the game controls



MUIMUI HOUSE

Every MuiMui you discover during stages and mini-games heads to your MuiMui House where they can sing, drink, sleep and play with LocoRoco in safety. Press **↑** and **↓** to zoom in and out and make sure they're enjoying themselves. To leave the MuiMui House, press the **■** button and select "Return to World Map".

DECORATING

You can decorate the MuiMui House using parts you've collected during your adventures. To build new furniture and rooms, use the analog stick to move the cursor to an existing room and, when the hammer icon appears, press the **○** button to find out what you can make. Finally, press **←** or **→** to select an option and press the **⊗** button to confirm.

CREATING NEW PARTS

Everything you build requires varying quantities of different parts. To view the parts you've collected, press the **△** button. Once you've collected a part, you can trade Pickories for more of the same part. Simply press the **L** button or the **R** button to cycle through the pages and press **←**, **→**, **↑** or **↓** followed by the **⊗** button to select a part. Then press **↑** or **↓** to select the number of parts you want to buy and press the **⊗** button to confirm.

MINI-GAMES

To play a mini-game you've previously unlocked, select it on the World Map screen and press the **⊗** button. There are six great games to play, from updated classics to brand new challenges. For gameplay instructions, select "How To Play" in each game's main menu.

MUIMUI CRANE 2

To play this old favourite, you need to collect all three parts of the crane and assemble them in the MuiMui House. The aim of the game is to control a crane and transport items and LocoRoco to the collection points. Once secured, they can be used in your MuiMui House!



CHUPPA CHUPPA 2

The aim of this golf-like game is to use a Chuppa to fire a LocoRoco towards a goal, controlling its speed and direction. Many items can be picked up along a number of different routes, but remember – if you lose a life while playing, all the items you're carrying will be lost.

LOCO HOROSCOPE

Play Loco Horoscope to win items and discover what the day holds in store for you. Choose a LocoRoco to represent you in a four-way race and watch it bounce and roll to the finish line. The result will determine your fortune for the day!

LOCO RIDER

MuiMui atop LocoRoco do battle to win items in this fun fighting game. The aim is to push your opponent onto the thorns in order to reduce the size of their LocoRoco. Loco Rider can be played by up to four players via Ad Hoc Mode.

NOTE: For more information see the "Setting Up An Ad Hoc Mode Game" section later in this manual.

SHOOTING CHALLENGE

Pilot a MuiMui plane carrying LocoRoco and shoot down your enemies before they can attack your precious cargo, collecting items along the way. To complete a stage you must take the LocoRoco to safety – lose them all and your flight's over.

NYOKKI NYONOKKI

The Nyokki calves are well known for their love of games and they want to test your reflexes. Press the correct button to bop them – and other characters – on the head as they appear from holes in the ground to win points and time bonuses. Remember to give every emerging Moja a few extra whacks to force him back underground!



LOCO STAMPS

During your travels you can collect Stamps and up to 20 different Stamp Sheets to put them in. Once you've unlocked the Loco Stamps feature, select "How To Play" on the Title Screen to find out more.

TAKING PHOTOS

After unlocking the Nice Memory Camera, press the SELECT button at any point during a stage to take a picture. A thumbnail of your photo will appear and you will be given the option to save. Choose "Save Photo" to save your picture to Memory Stick Duo™. To view the photos you've taken, unlock the Loco Stamps feature and then select "View Photos".

Once the Nice Memory Camera has been unlocked, an option to view photos will be added to the Options Screen, accessed from the World Map.

NOTE: Saved Stamp Sheets and photos can be used as Wallpaper on your PSP™ system's Home Menu! Pick an image to use, select Theme Settings on the Home Menu, then choose Background and Wallpaper.

COLLECTING MEMORIES

To keep a record of your time on the LocoRoco's planet, head towards the MuiMui House, select Memories and press the ⊗ button. Open up the Album of Memories and check out the LocoRoco History to view photographs and videos of key moments during your travels. Make sure you collect as many LocoRoco as you can to watch bonus movies on the colourful characters in LocoRoco™ 2 – choose the One Day... option to see if you've unlocked any so far.

SETTING UP AN AD HOC MODE GAME

On the Home Menu, select "Settings", then "Network Settings" and set "Ad Hoc Mode" to "Automatic". If the "Automatic" setting does not enable all players to establish a connection, you will need to manually configure the PSP™ systems to operate on the same wireless channel. Choose either Ch1, Ch6 or Ch11.

NOTE: The WLAN switch must be set to the "On" position on each PSP™ system. Keep the PSP™ systems as close together as possible while playing an Ad Hoc game.



HINTS AND TIPS

Clear a level finding all 20 LocoRoco to receive an award.

When you fulfil certain conditions, three types of different in-game quests can be triggered.

When a question mark is displayed during a stage it means that the LocoRoco haven't yet learned a particular skill.

If you collect more musical notes and clear up more of the Moja's black clouds, it makes it easier for you to collect Pickories.

If you collect all the musical notes and clear up all the black clouds, you'll discover a hidden ending...

Play in the **MuiMui House** and get inspired to create new things! Let's create lots of furniture for them...

Keep replenishing the food storage in the **MuiMui House**. If the MuiMui run out of food they will get hungry and eventually will become too tired to move!

When an icon changes into a bell, you can call the MuiMui to that location.

When an icon changes into an exclamation mark, a special event will occur in that location.

You can obtain items from MuiMui or friends that come to visit as you enlarge the **MuiMui House**. Some of these items will unlock hidden levels...



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